

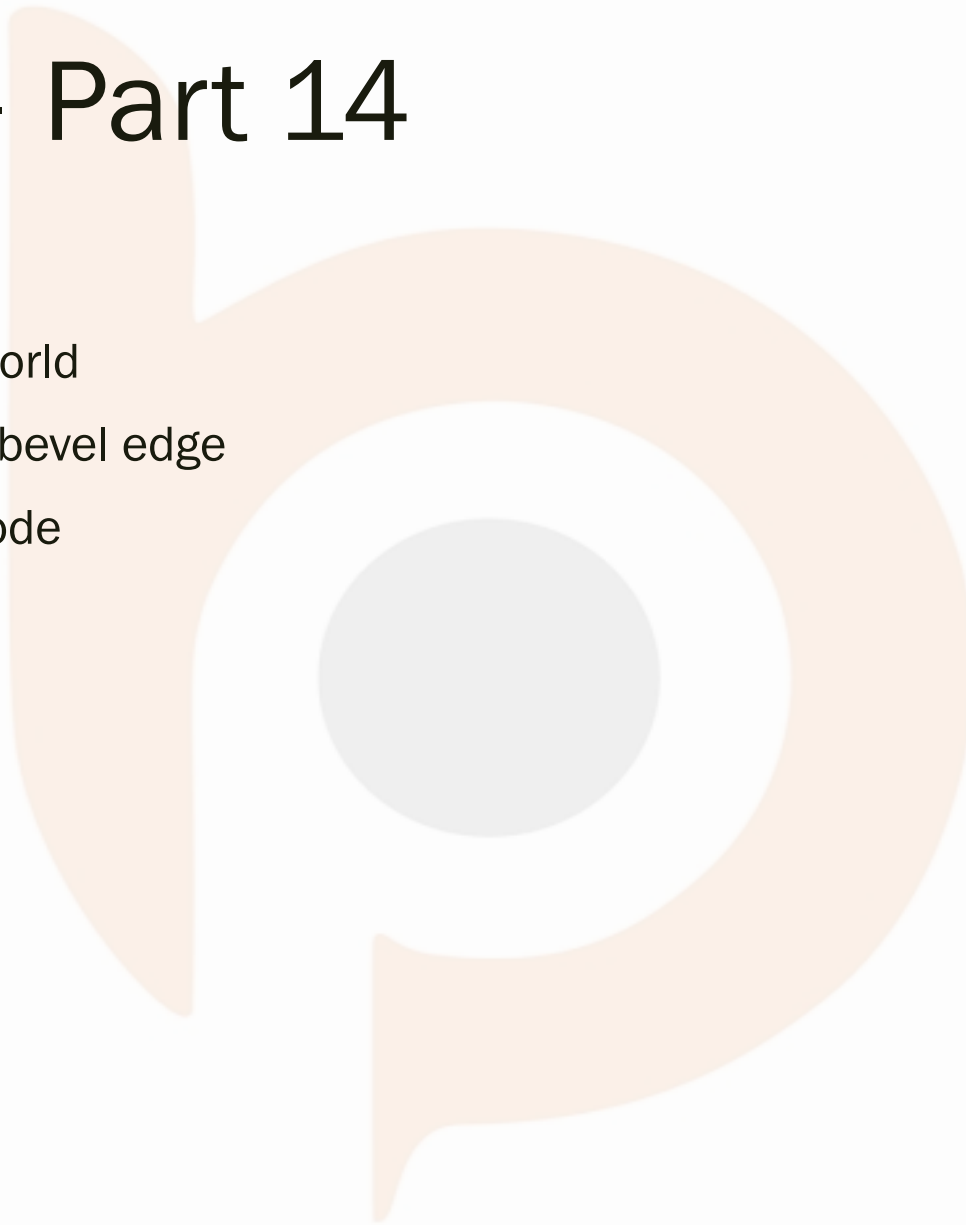


CREATING 3D ENVIRONMENTS

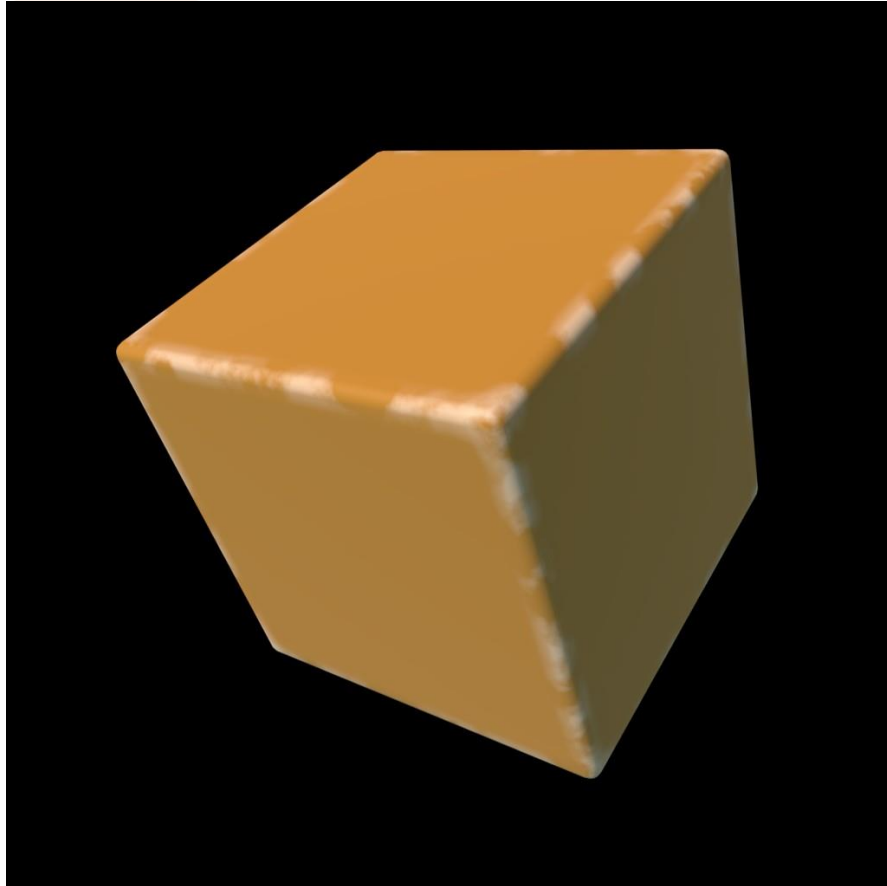
Blender Materials

Chapter 3 – Part 14

- Creating corner dirt
- Reference in the real world
- Creating a cube with a bevel edge
- Using the pointiness node
- Mixing color ramps

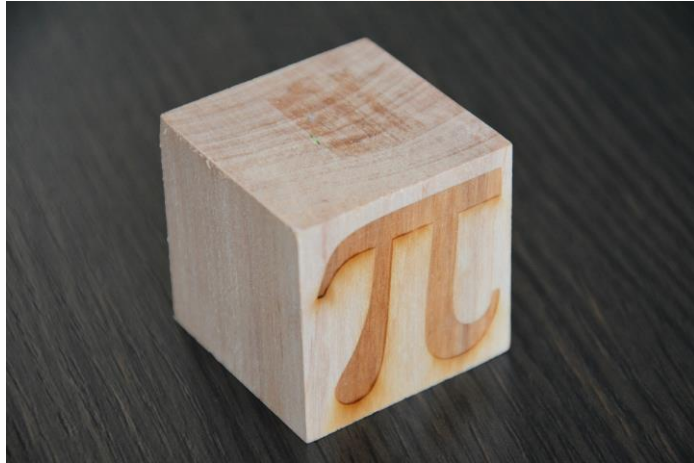


Creating corner dirt



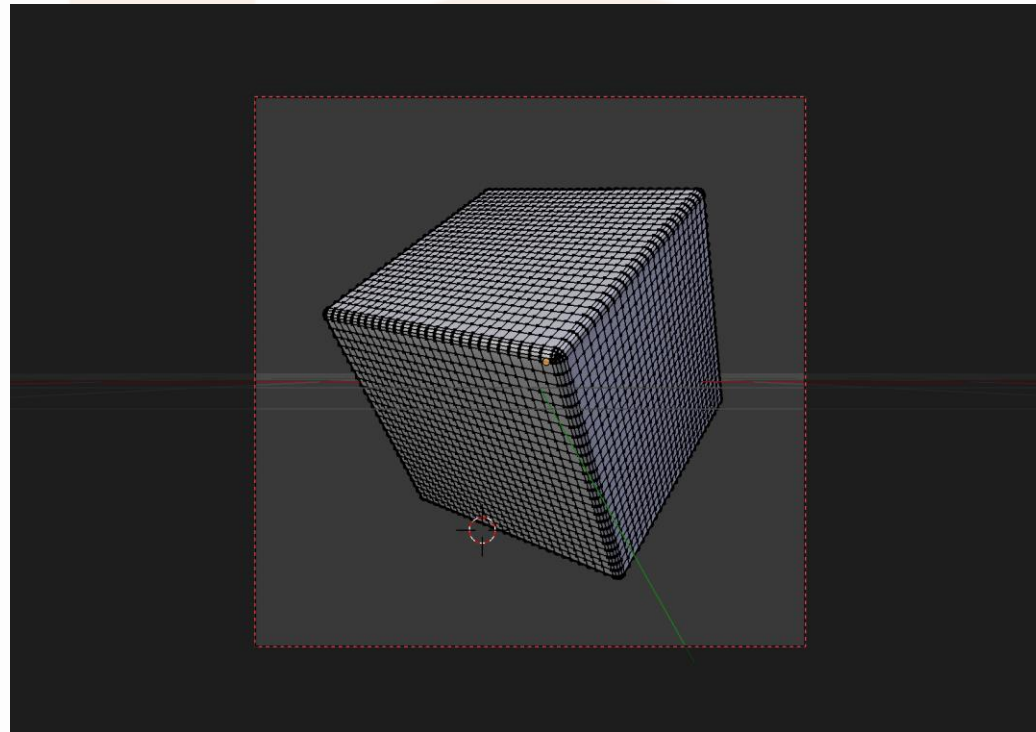
Using nodes to add random dirt on object edges

Reference in the real world



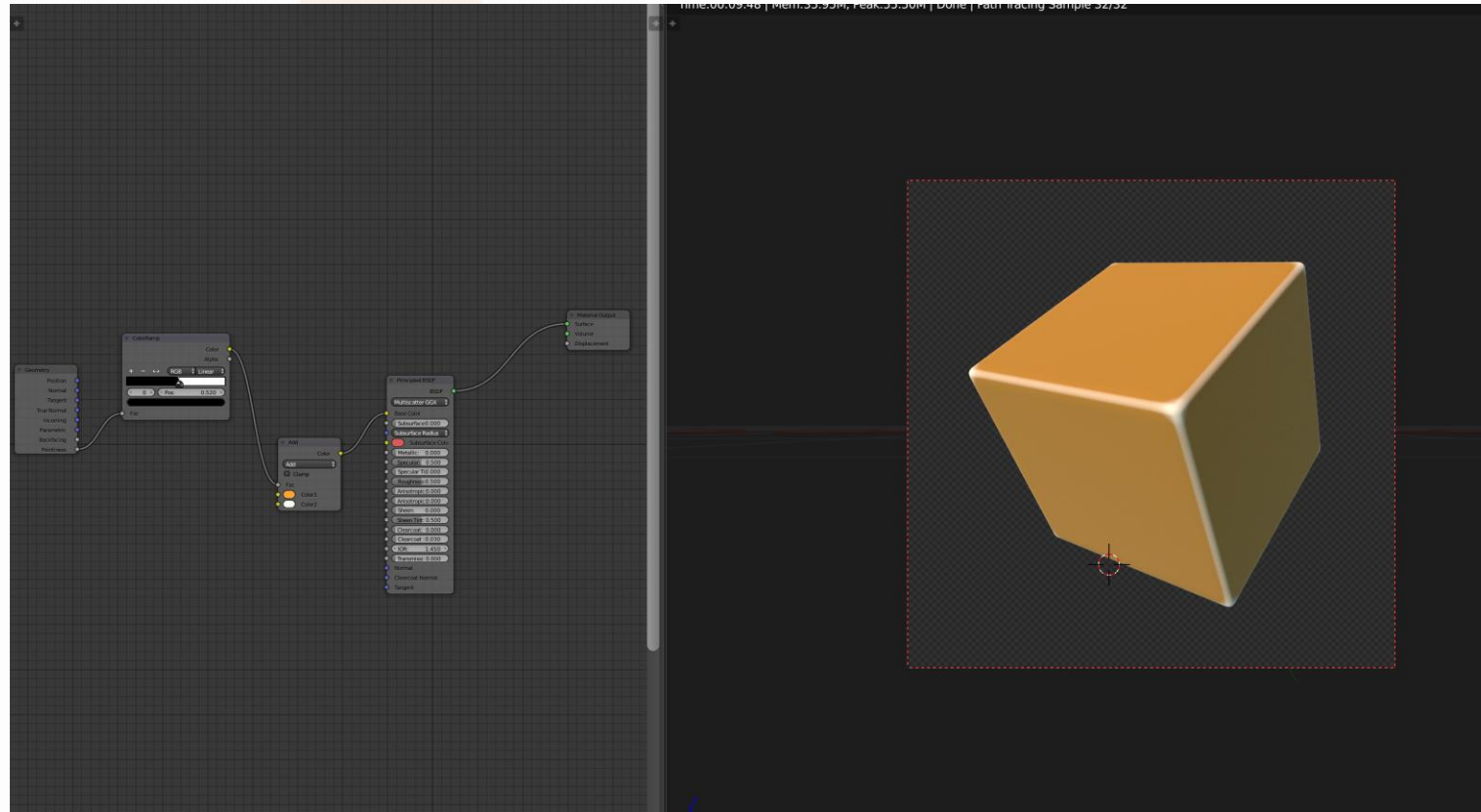
You will always find dirt and broken pieces on the edges of objects

Creating a cube with a bevel edge



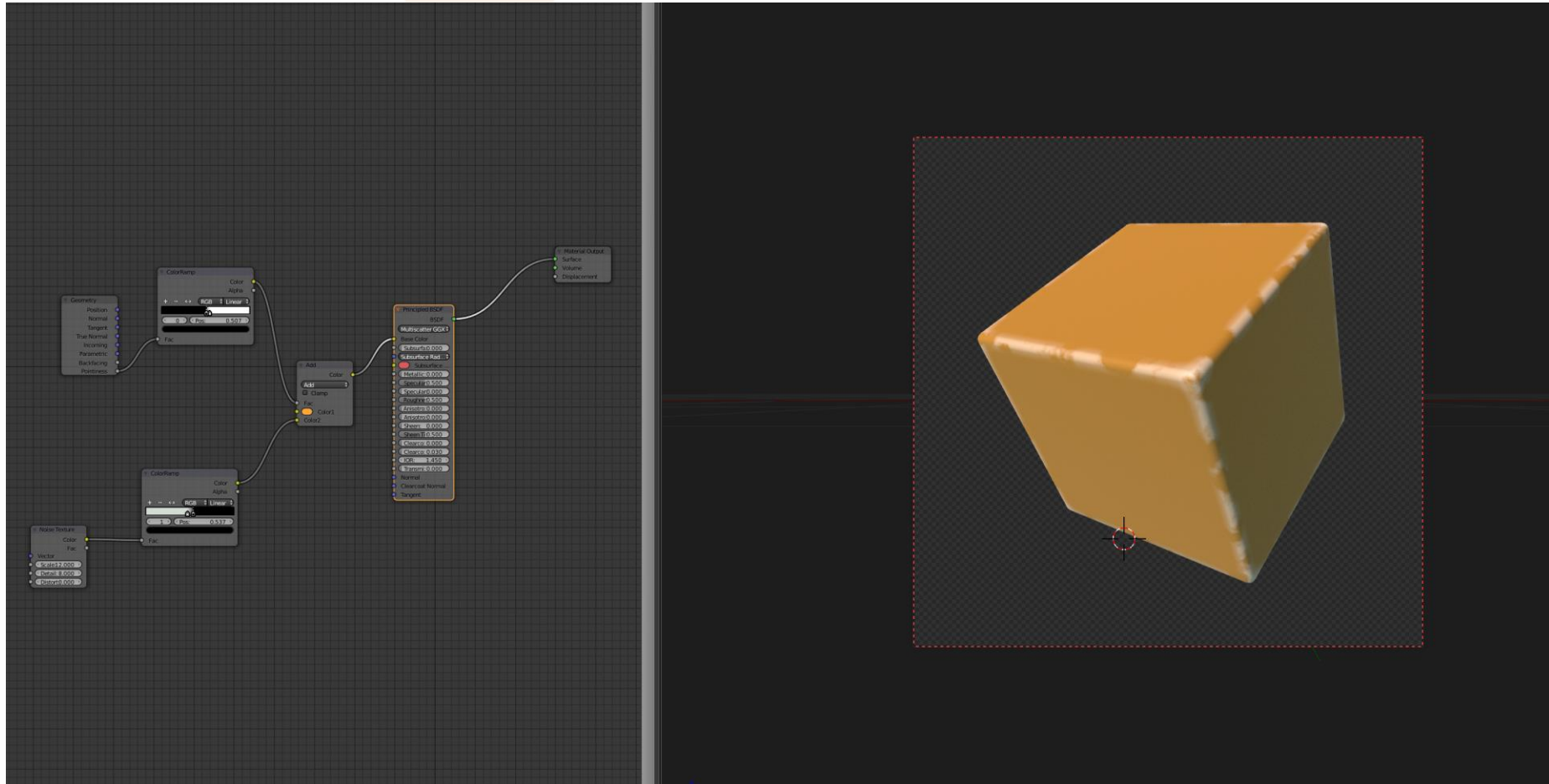
Use CTRL + B key to add a bevel. Use more than 2 segment for this (use mouse wheel) Also add some edge lines on all the sides of the cube. The pointiness node needs vertex data,

Using the pointiness node



You can find the pointiness in the geometry node. It has a data output, combine this with a color ramp and mix node. Change the mode to add so you can use this setting for later. The bottom slot need to be white, the top color can be used for an image or random color of choice.

Mixing color ramps



By adding a noise texture and a new color ramp you can add rough details on the edge.